

SPECTRUM
SCREEN SHOTS

COMMODORE
64/128

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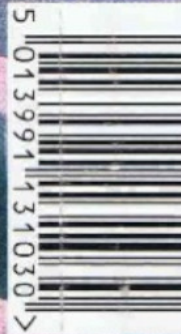
MOONTORC

MOONTORC



ATLANTIS

AT 131



ANOTHER GREAT GAME
FROM THE AUTHORS OF
"CAVEMANIA"

JOYSTICK
REQUIRED

All of your skill and courage will be needed as you fight your way across arid plains and

through dark, forbidding forests. Use your weapons sparingly, buy your supplies wisely

and remember the Moontorc. Only then can you pass the ferocious Tollmen and rescue the Princess Lalena.

LOADING

To load, hold down **SHIFT** and press **RUN/STOP**. Press **PLAY** on your cassette recorder. The programme will now load automatically. (The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)

CONTROLS:

JOYSTICK required. **LEFT** and **RIGHT** as normal. **UP** to **JUMP**, **DOWN** to **SELECT ICON**, **FIRE** to use **SPELL**, **AXE** or **SWORD**. **UP & DOWN** are also used to **SELECT ITEMS** from **KNAPSACK** or **SHOPS**. Press **FIRE** to use or buy item selected. **F1** to start new game. **H** = Pause, **S** = Resume.

GAME:

Your task is to rescue the Princess Lalena from the clutches of the evil Dark Lord. Progress is made by finding gold, using it to obtain keys, extra weapons, shields and Moontorc parts, and giving the completed Moontorc to the ferocious Tollmen that guard the exits to each of the 4 levels of the 'Old World'.

GOLD will be found in the treasure chests located around each level. All gold collected can be used to purchase items from the shops.

SHOPS will sell you (if you have enough gold) Moontorc parts, shields, spells, axes, keys and food, although not all shops sell all of these items. To enter a shop, simply walk up to the shopkeeper (Druid, Jester or Witch). Once on the shop page use **UP/ DOWN** and **FIRE** to **SELECT** and **BUY** the items that you want (and can afford).

MOONTORC parts, when bought, will be shown on the knapsack page. 3 parts are needed to

continued

complete the Moontorc and allow you to pass the Tollman at the end of the level.

DOORS will block your path or stop you from reaching items that may be vital to your progress. The doors are colour-coded green, blue and yellow and can only be opened if you are holding the appropriate coloured key.

KEYS can be bought in the shops or, on occasion, found hidden around the landscape. To open a door stand next to it, select 'Knapsack' and use the appropriate coloured key. If the correct key is used the door will open. If the wrong key is used it is lost from play.

The location of the doors and the purchase of keys is vital to your progress. Always buy plenty when you have the opportunity.

SPELLS AND AXES can be bought from certain of the shops. To use them, select the correct icon and press fire (**SPACE**). Each will work against **CERTAIN** types of enemy, but which one to choose? That is for you to discover. The **WORD** will kill most enemies if timed correctly.

SHIELDS when bought are automatically worn. Whilst shield strength remains, they will deflect enemy fire.

FOOD when bought or found, will replenish your energy.

KNAPSACK can hold up to 4 items plus Moontorc parts. To examine the contents of your knapsack, select knapsack icon. Use **UP/DOWN** to **SELECT** item required and **FIRE** to **USE**.

If for some reason you want to restart the game i.e. if you can't obtain the correct key to open a door...press **F1** and start again.

Good Luck!

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If you have written a good programme and would like to discuss marketing, please write to:

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